
Subject: Menu problem on windows

Posted by [frankdeprins](#) on Tue, 01 Feb 2011 10:53:19 GMT

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Hello,

Somewhere between rev. 3112 and 3130 (I guess 3125), a drawing problem has been caused in the menu bar on Windows. I attached a screenshot.

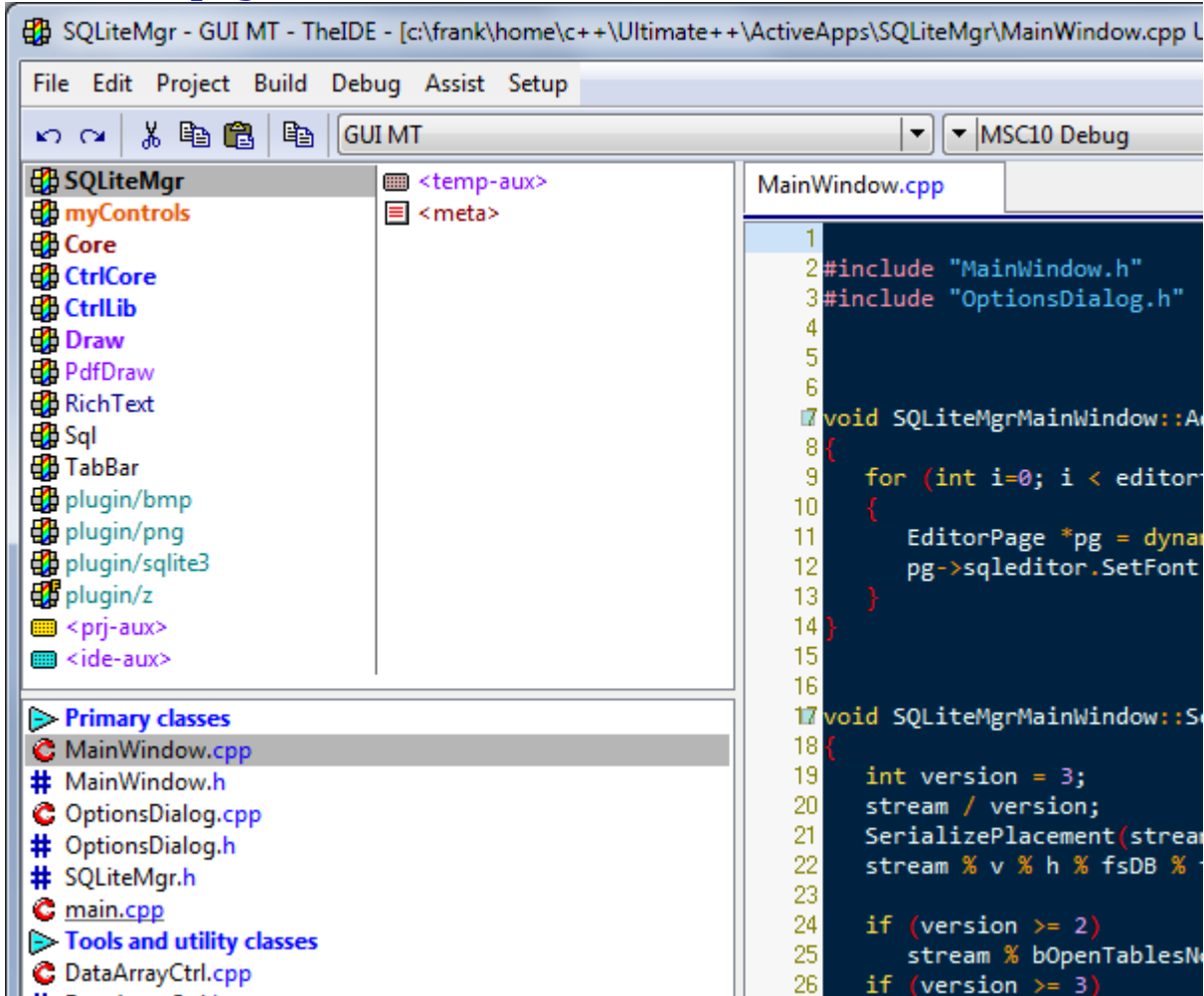
2011-02-03: It seems to be 3125 indeed. I noticed the problem on 3144 and if I revert the diff file from revision (3124 to) 3125, the problem is gone.

Best regards,

Frank

File Attachments

1) [menu.png](#), downloaded 492 times



The screenshot shows a C++ IDE window titled "SQLiteMgr - GUI MT - TheIDE". The menu bar includes "File", "Edit", "Project", "Build", "Debug", "Assist", and "Setup". The IDE is running "GUI MT" in "MSC10 Debug" mode. The left sidebar shows a project tree for "SQLiteMgr" with folders like "myControls", "Core", "CtrlCore", "CtrlLib", "Draw", "PdfDraw", "RichText", "Sql", "TabBar", and various plugin folders. Below the project tree is a "Primary classes" list including "MainWindow.cpp", "MainWindow.h", "OptionsDialog.cpp", "OptionsDialog.h", "SQLiteMgr.h", "main.cpp", "DataArrayCtrl.cpp", and "DataArrayCtrl.h". The main editor window displays the source code for "MainWindow.cpp". The code includes headers for "MainWindow.h" and "OptionsDialog.h". It shows a loop over editor pages and a function call to "SerializePlacement".

```
1
2#include "MainWindow.h"
3#include "OptionsDialog.h"
4
5
6
7void SQLiteMgrMainWindow::A
8{
9    for (int i=0; i < editor
10    {
11        EditorPage *pg = dyna
12        pg->sqleditor.SetFont
13    }
14}
15
16
17void SQLiteMgrMainWindow::S
18{
19    int version = 3;
20    stream / version;
21    SerializePlacement(stream
22    stream % v % h % fsDB %
23
24    if (version >= 2)
25        stream % bOpenTablesM
26    if (version >= 3)
```